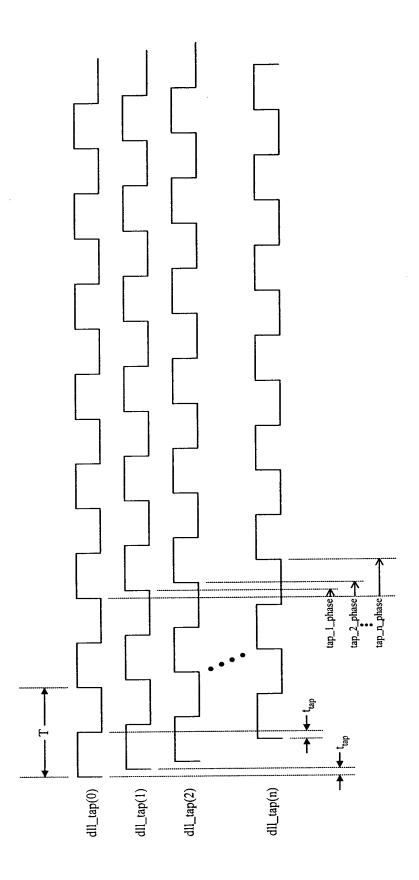


Fig. 1



t_{tap} = (1 / [(n+1) * 2]) * T, where T = clock period, n = number of DLL taps = 1/2 the number of output clock offset/width positions within one period, T. $tap_0_phase = t_{tap} * 0 = 0$

 tap_1 _phase = $t_{tap} * 1$

 tap_2 phase = $t_{tap} * 2$

 $tap_n_bhase = t_{tap} * n$

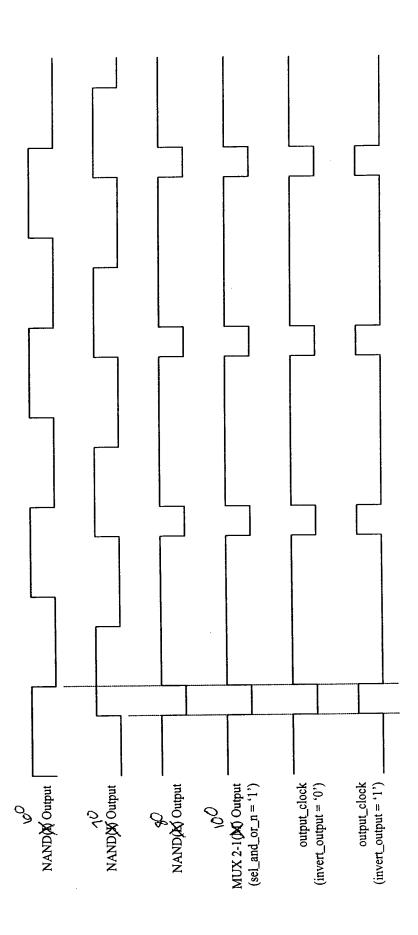


Fig. 3

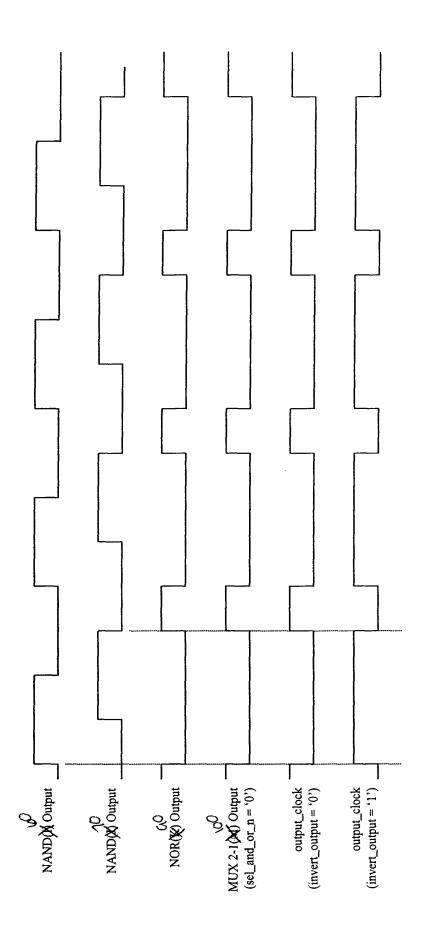


Fig. 4